

MMO Games Market to 2025 – Global Analysis and Forecast by Genre, Platform and Revenue Model

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Abstracts

The present generations are raised on the quick processing speed and spectacular graphics of visual displays like TV, smart phones, play stations and Xboxes. It was not too long, when the digital gaming was limited to only a few laboratories across the globe, now these games are available at the easiest convenience of people. Over the years Massively Multiplayer Online (MMO) games have gained significant traction in terms of entertainment. These are the computer based games that can support thousands of players at a time and is played over internet. Rapid evolution of internet and transforming lifestyle of the people across the globe are majorly driving this market. Today, digital games have become an entrenched fragment of our routines and cultures. Moreover, gamers today doesn't only comprises the teenage population but approximately 50% of the population around the world are middle aged people which also included significant number of female gender.

The report aims to provide an overview of Global MMO Games Market along with detailed segmentation of the market by genre, platform and revenue model across five major geographical regions. Global MMO games market is expected to witness high growth during the forecast period due to rapidly improvising internet and occurrence of Dot com boom across the globe in the entertainment and gaming applications.

The objectives of this report are as follows:

To provide overview of the global MMO games market

To analyze and forecast the global MMO games market on the basis of genre, platform and revenue model

To provide market size and forecast till 2025 for overall MMO games market with respect to five major regions, namely; North America, Europe, Asia Pacific (APAC), Middle East and Africa (MEA), and South America (SAM), which are later sub-segmented across respective major countries

To evaluate market dynamics effecting the market during the forecast period i.e., drivers, restraints, opportunities, and future trend

To provide exhaustive PEST analysis for all five regions

To profiles key display technology players influencing the market along with their SWOT analysis and market strategies

Some of the important players in display technology market are Activision Blizzard Inc., Electronic Arts Inc., Giant Interactive Group Inc., NCSOFT Corp, Nexon Co. Ltd., gamigo AG.,Anakama, Tencent Holdings Ltd., Jagex Games Studio, and Ubisoft, LLC.

REASONS TO BUY

Highlights key business priorities in order to assist companies to realign their business strategies

Save and reduce time carrying out entry-level research by identifying the growth, size, leading players and segments in the global cloud computing market

Highlights key business priorities in order to assist companies to realign their business strategies

The key findings and recommendations highlight crucial progressive industry trends in the MMO Games market, thereby allowing players across the value chain to develop effective long term strategies

Develop/modify business expansion plans by using substantial growth offering developed and emerging markets

Scrutinize in-depth global market trends and outlook coupled with the factors driving the market, as well as those hindering it

Enhance the decision-making process by understanding the strategies that underpin commercial interest with respect to client products, segmentation, pricing and distribution

Examine the current and future impact of the five forces namely: bargaining power of suppliers, bargaining power of buyers, threat of substitutes, threat of new entrants and degree of competition

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COMPANIES MENTIONED

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2. Electronic Arts (EA)
3. Giant Interactive Group Inc.
4. NCSOFT Corporation

5. Ankama
6. NEXON Co., Ltd.
7. Gamigo AG
8. Tencent Holdings Limited
9. Jagex Games Studio
10. Ubisoft Entertainment SA

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